

FIG. 2

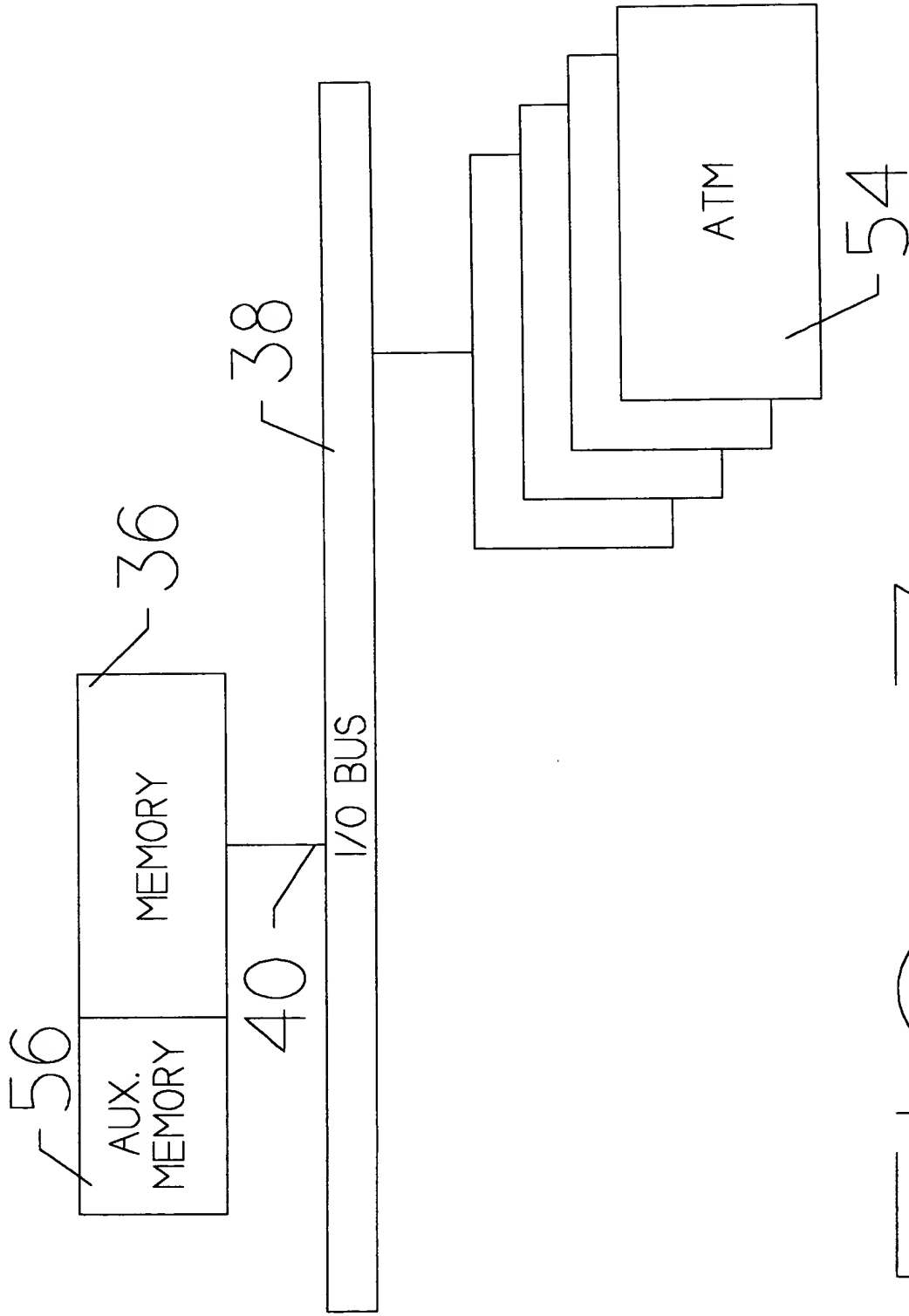


FIG. 3

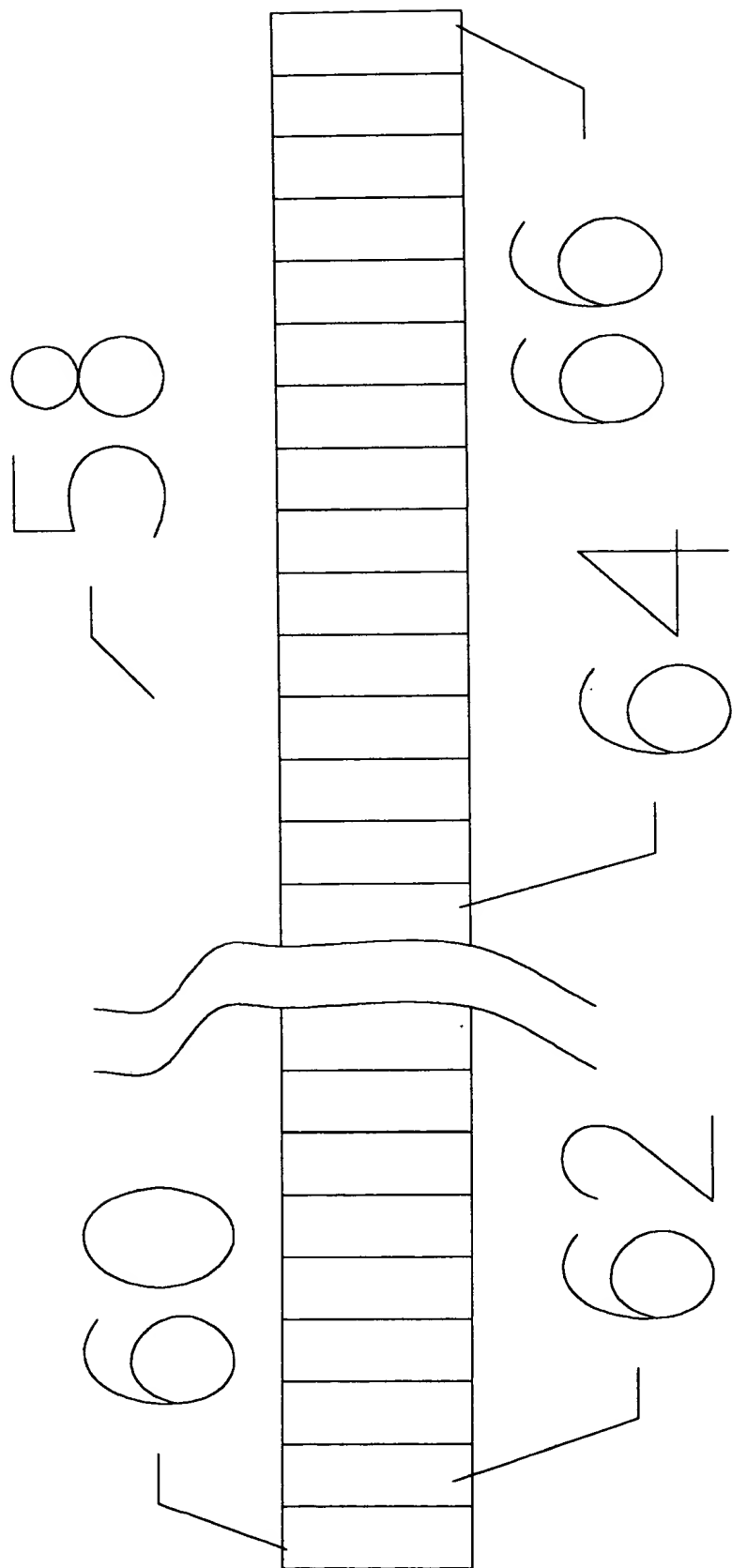


FIG. 4

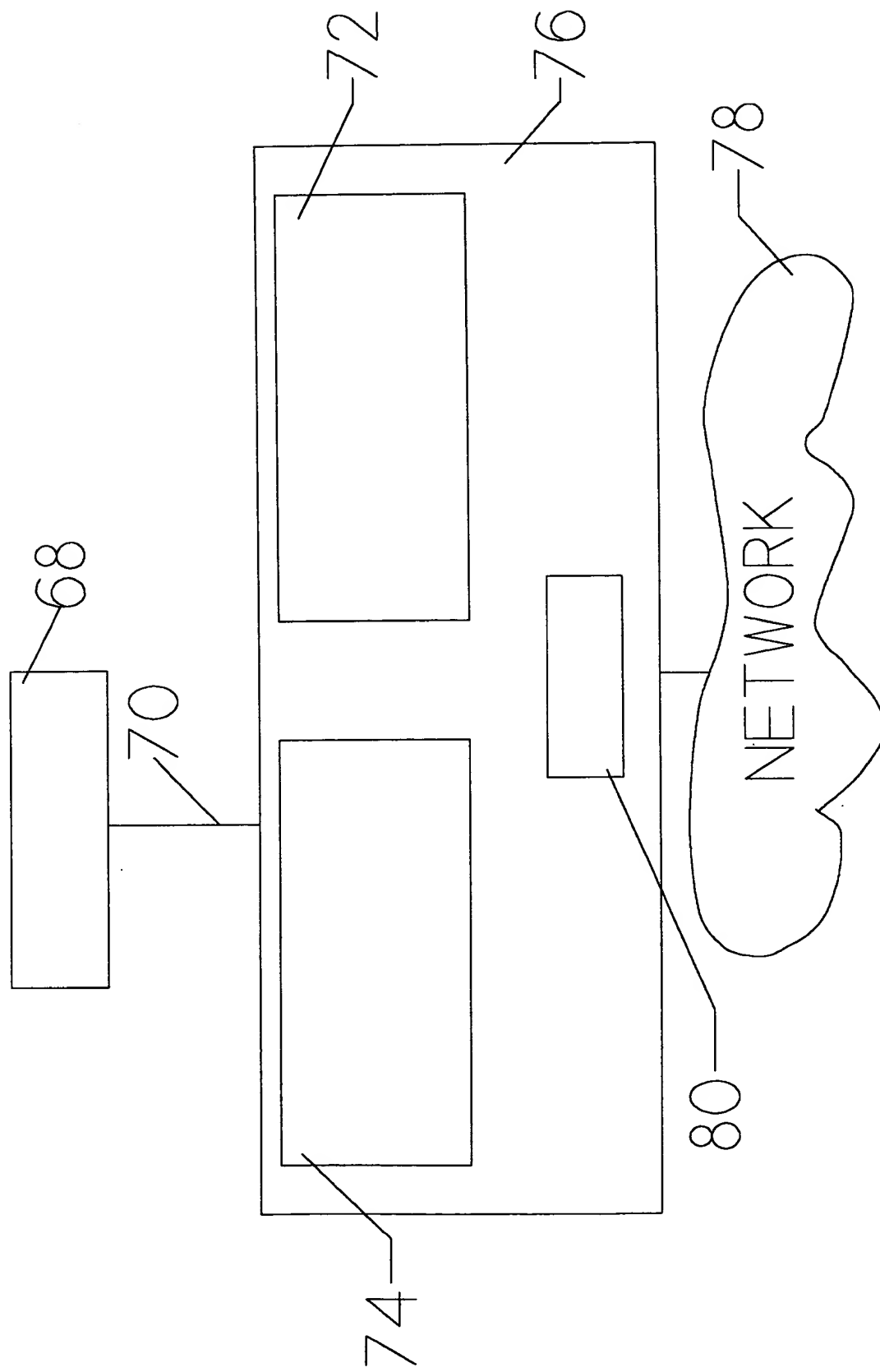
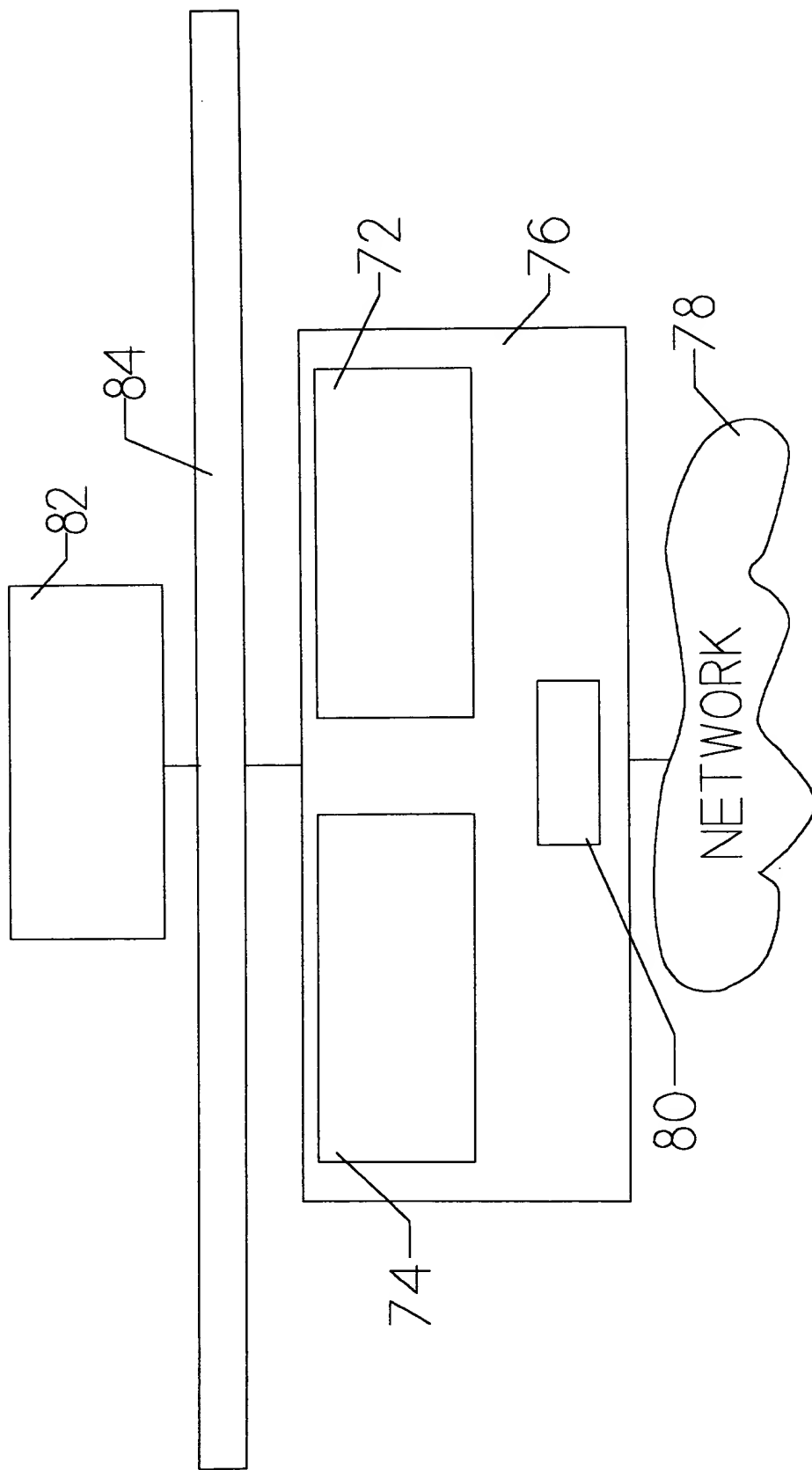


FIG. 5



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6.
LL

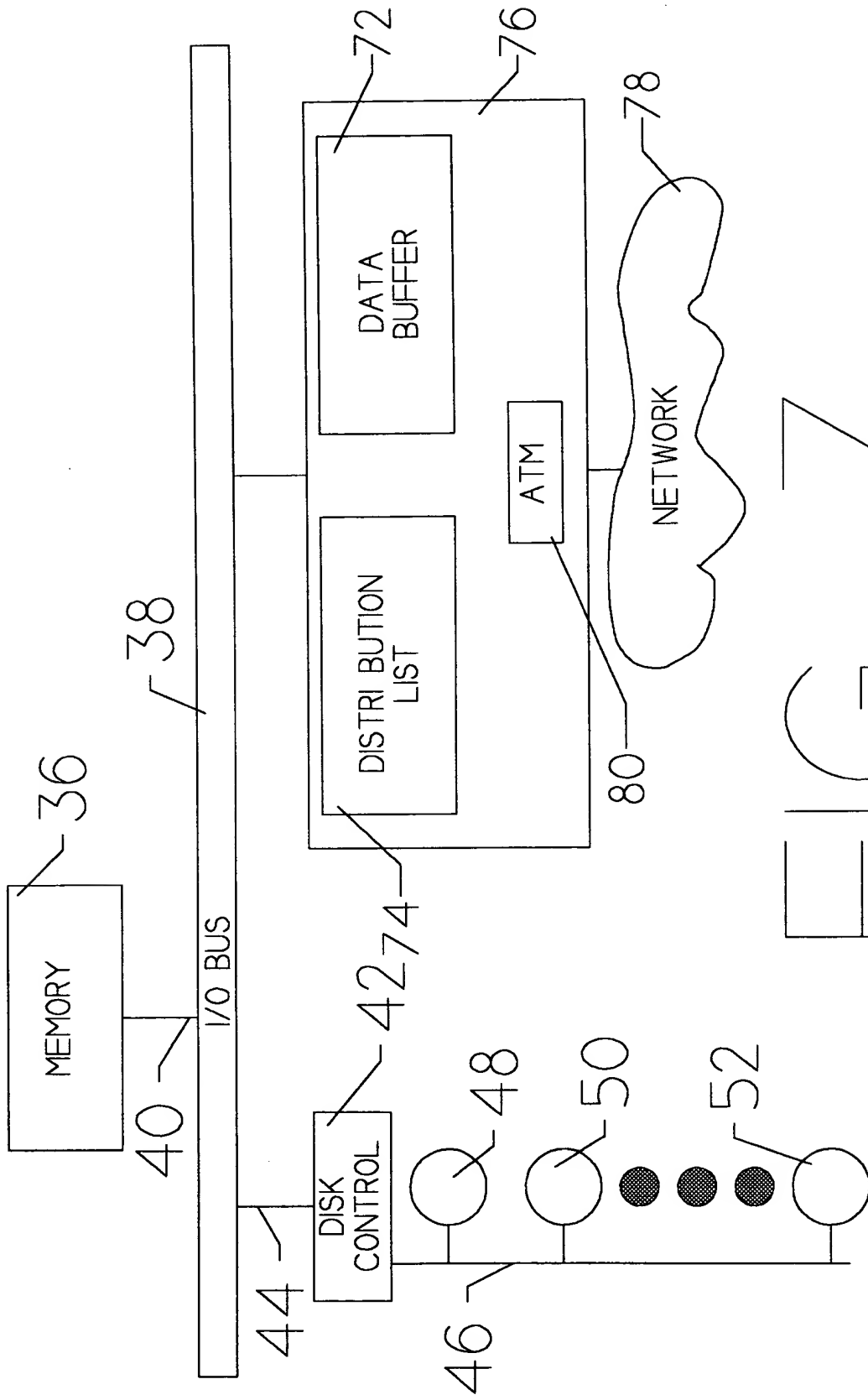


FIG. 7

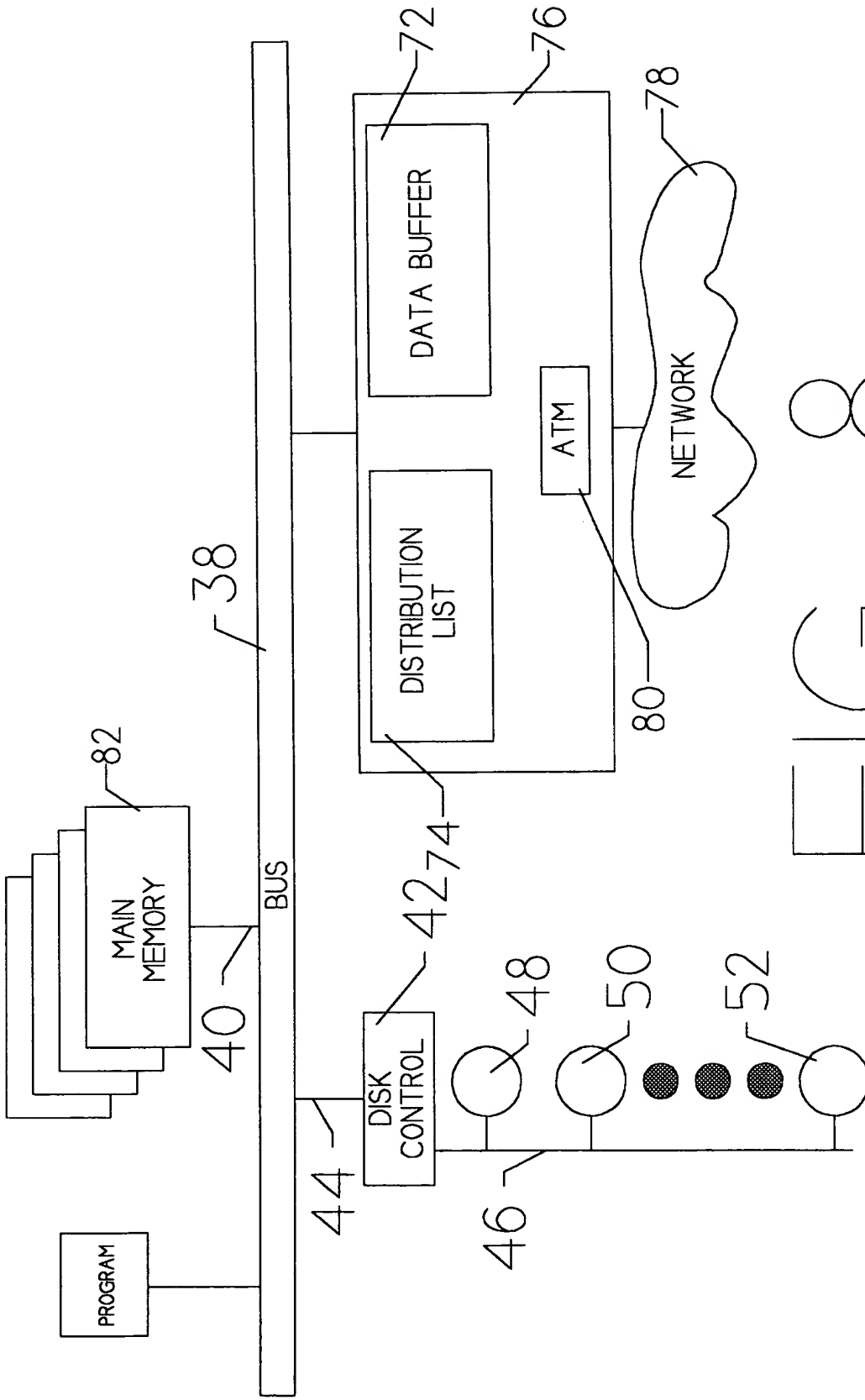


FIG. 8

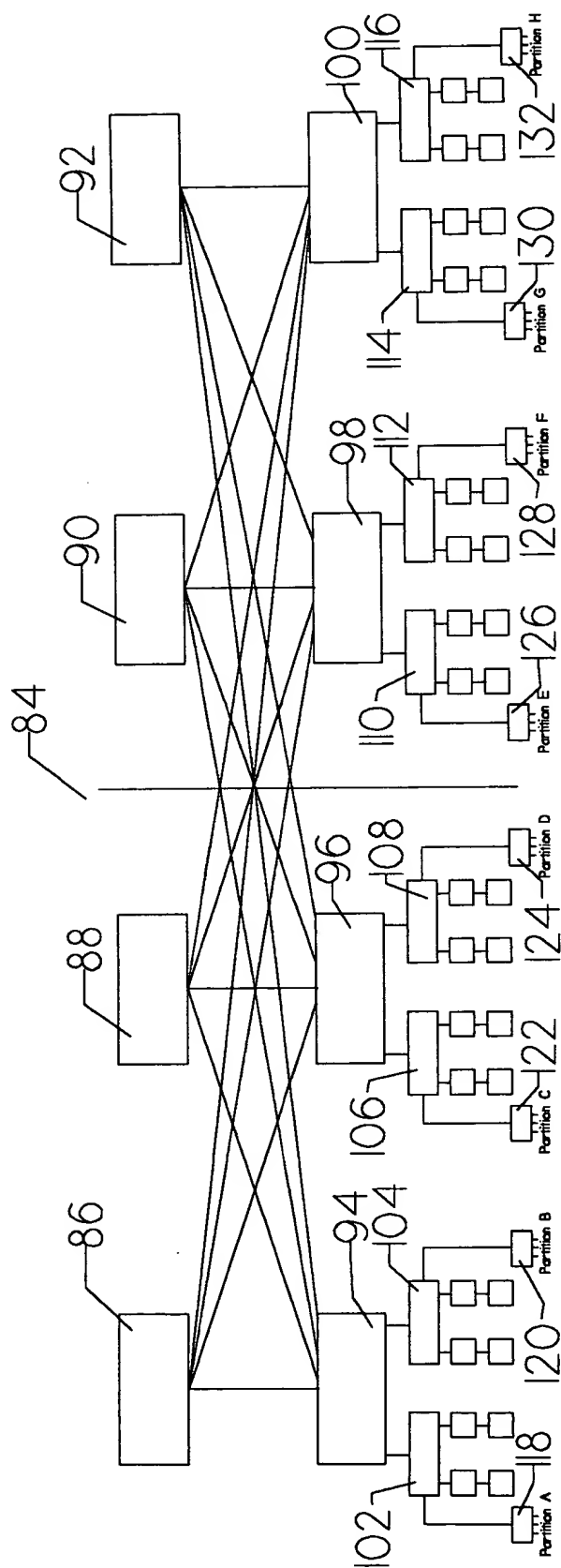


FIG. 9

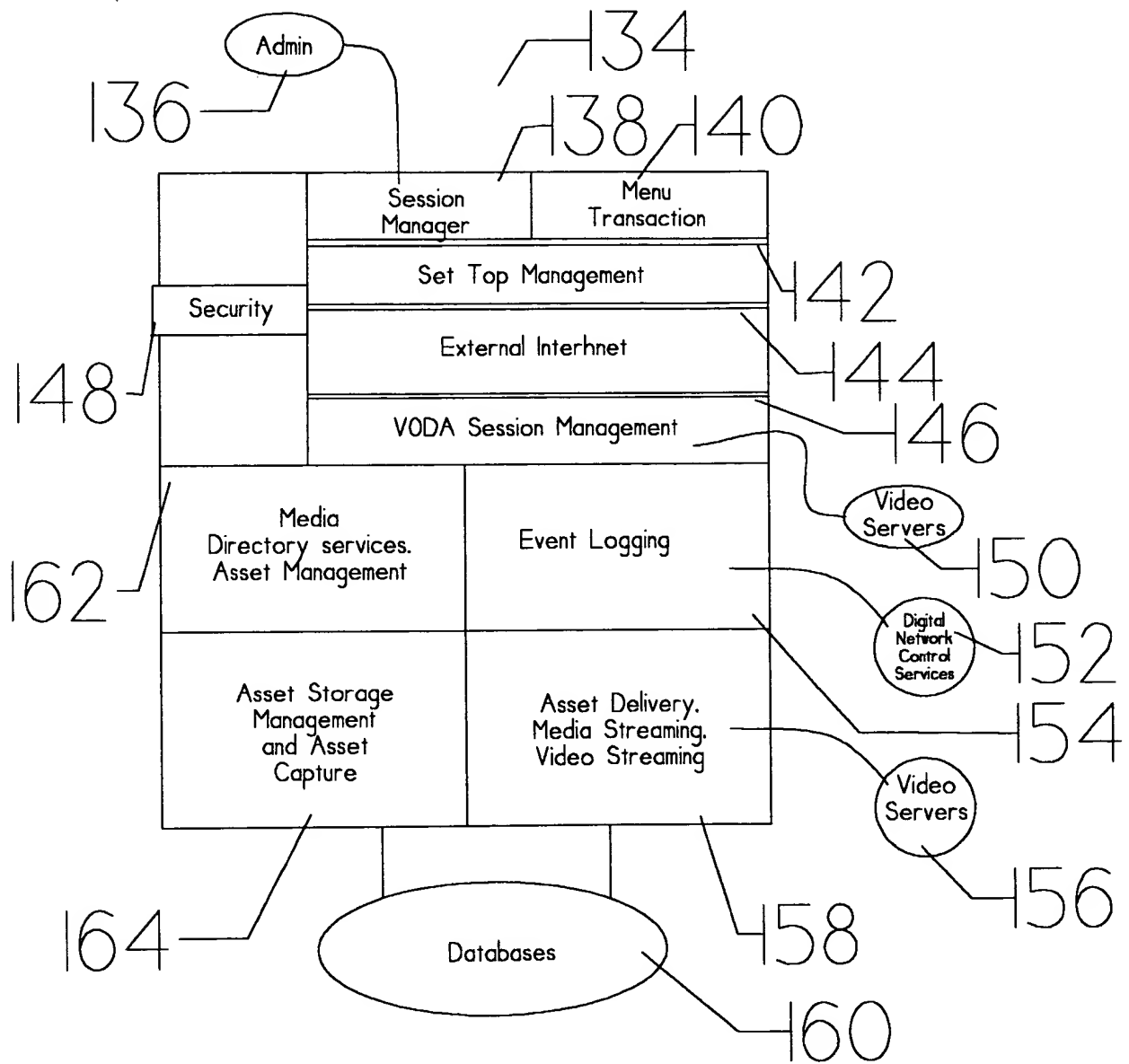
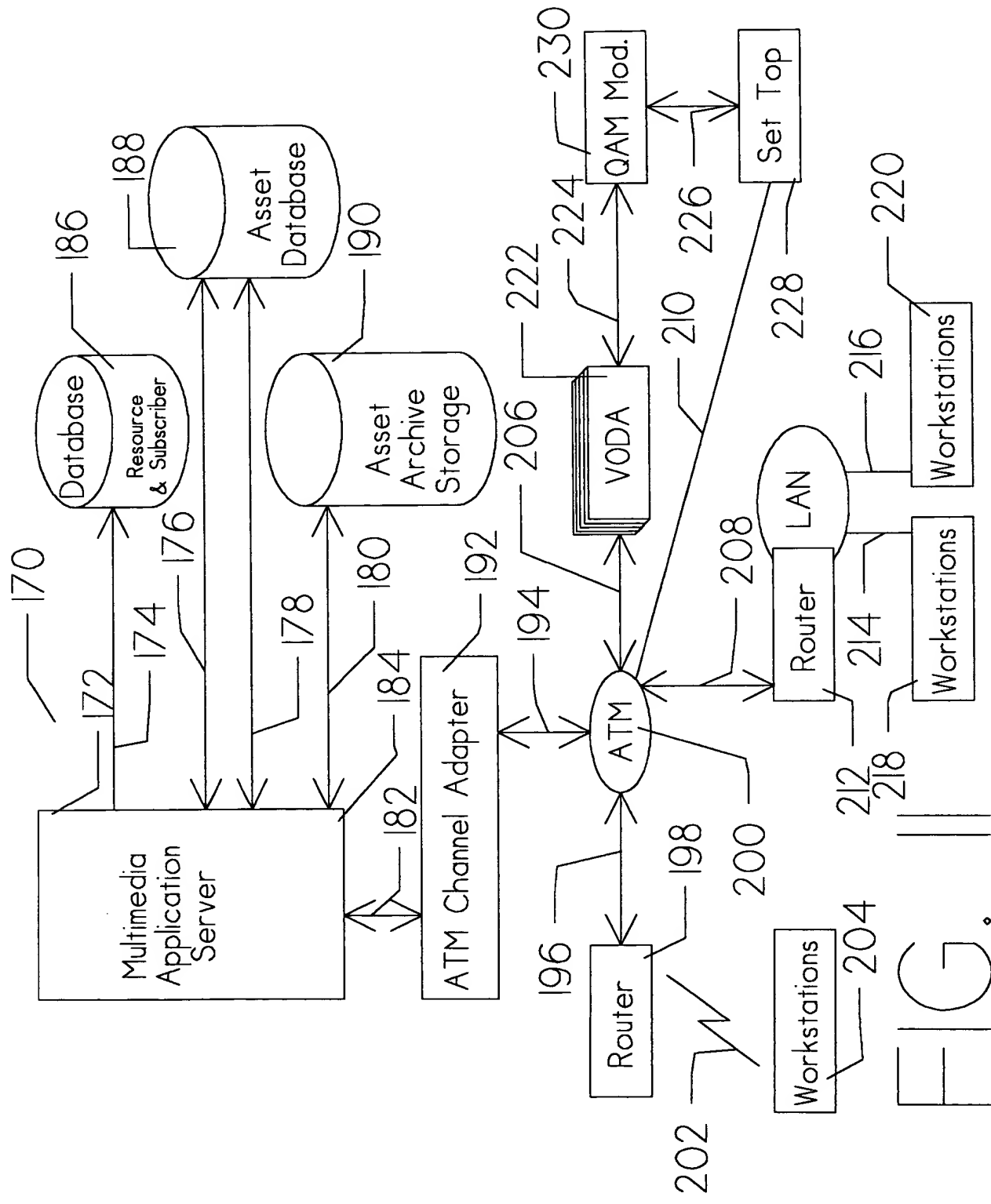


FIG. 10



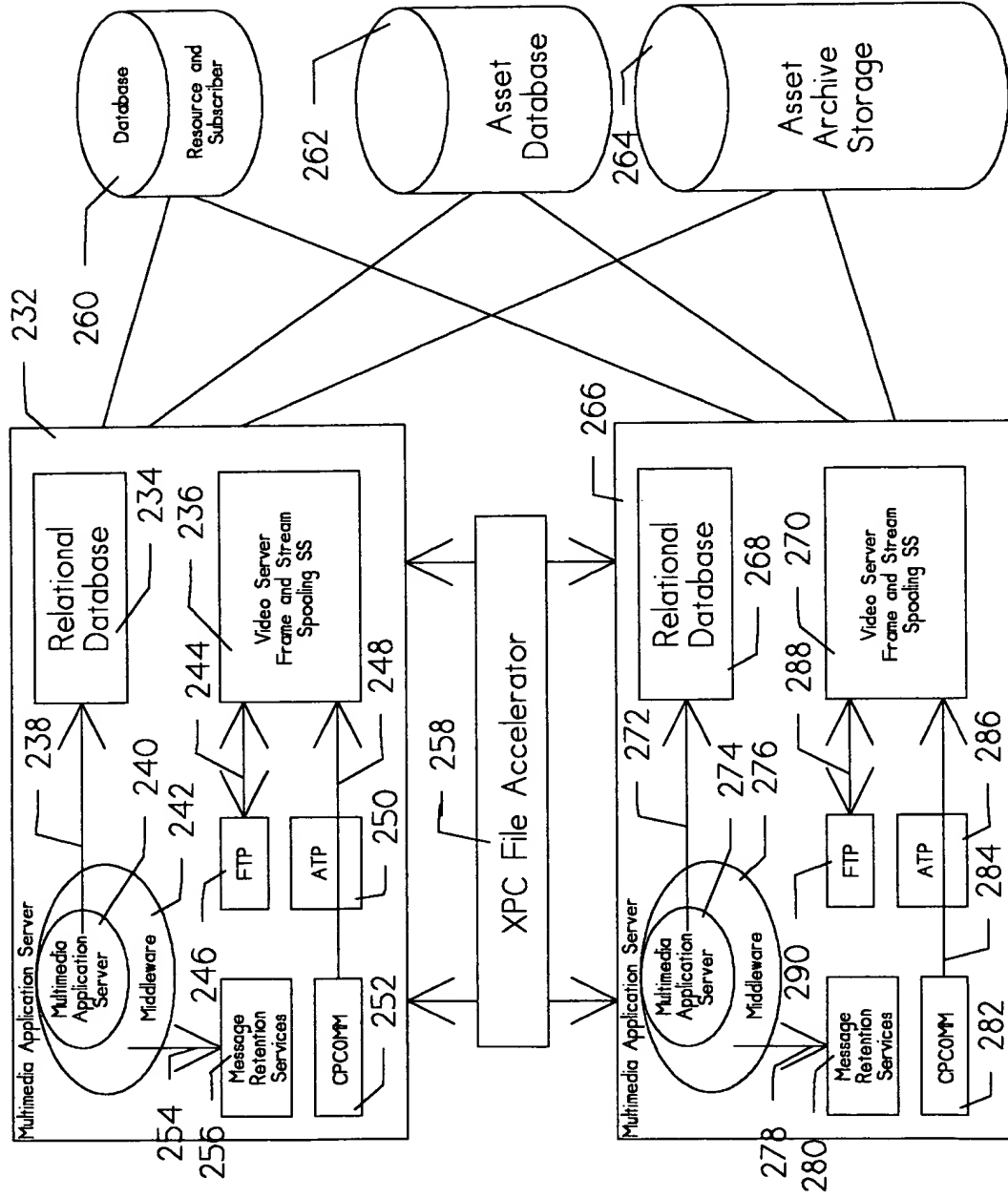
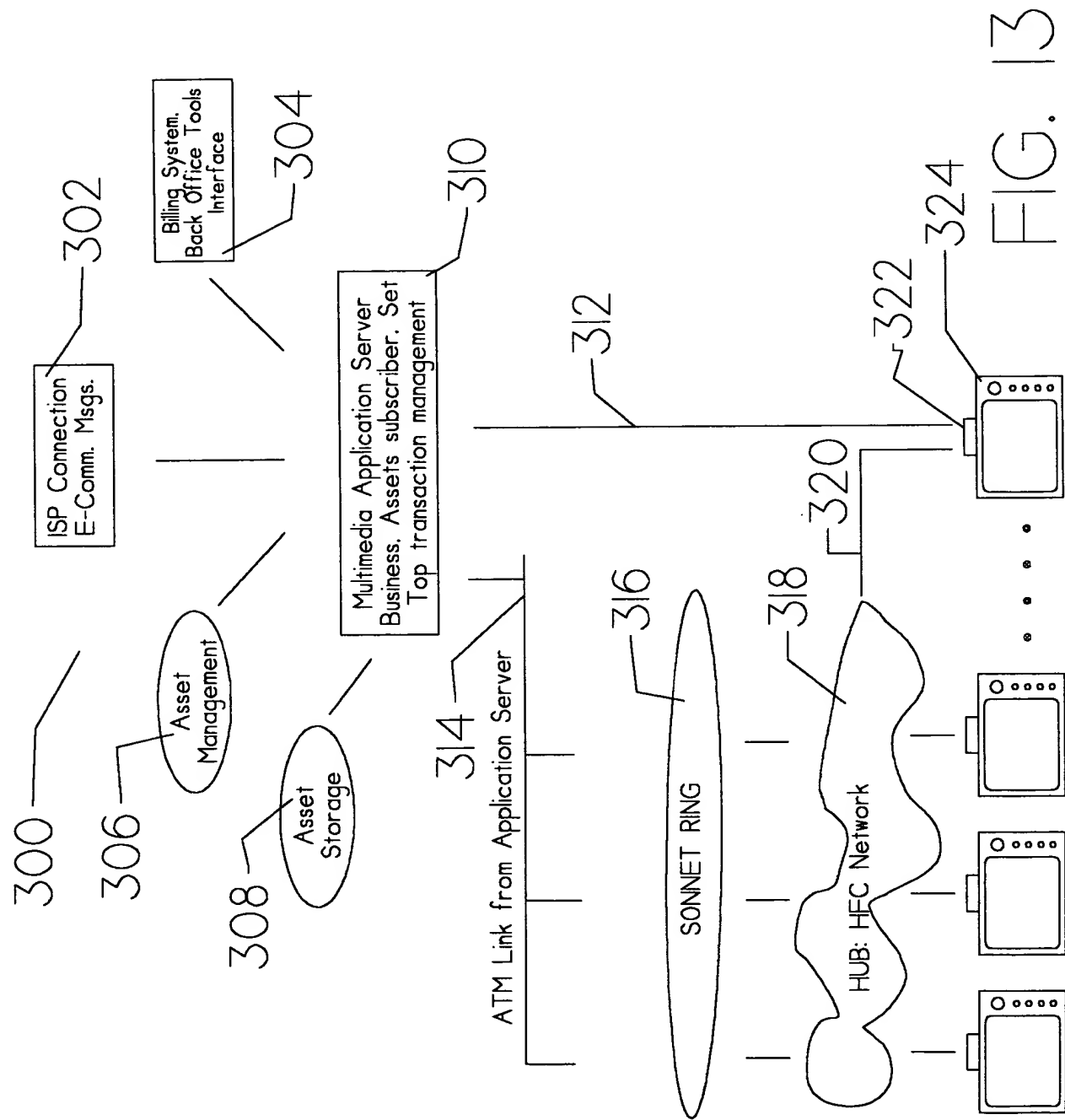


FIG. 12



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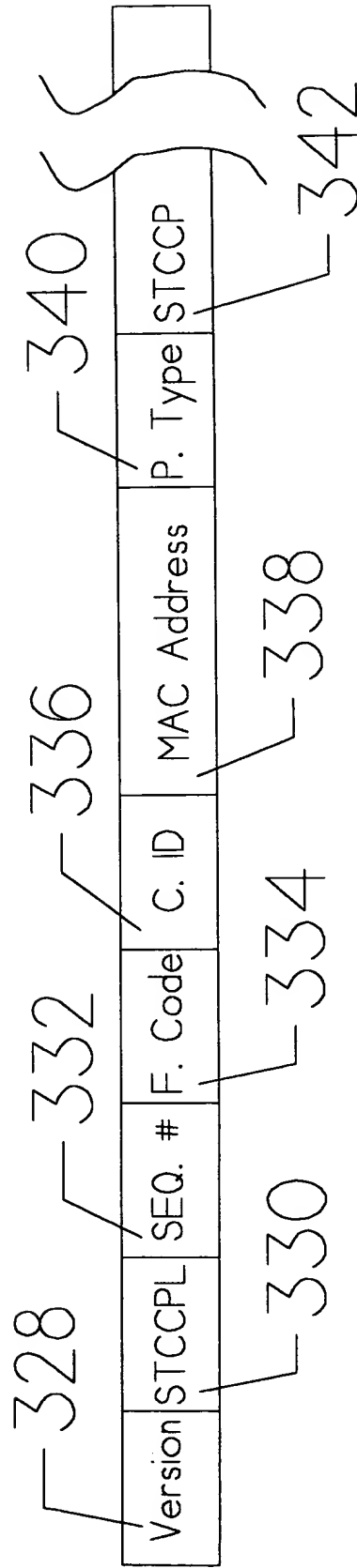


FIG. 14

CODE	FUNCTION
1	Power Up
2	Message
3	Power Down
4	Acknowledge
5	Reinitialize

FIG. 15

DISK TERMINOLOGY (DiskAsset)

MemStreaming	set when copy is in memory.
MemHnd	MemAsset object handle.
AssetID	asset identifier of DiskAsset.
AssetFile	file containing asset.
AssetSize	size of asset file.
AssetPUT	current performance utilization.
Streams	set of DiskAsset streams.

MEMORY TERMINOLOGY (MemAsset)

AssetFile	memory copy of asset.
DiskHnd	object handle of DiskAsset.
AssetSize	size of asset file.
AssetPUT	current performance utilization.
Streams	set of MemAsset streams.
Swapping	asset being swapped to disk.

SYSTEM FUNCTIONS

DiskThreshold()	calculates if disk volume is over threshold.
DiskCapacity()	calculates if asset stream is too large.
MemObj()	returns MemAsset in response to MemHnd.
DiskObj()	returns DiskAsset in response to DiskHnd.
MemFree	returns amount of free memory.

FIG. 16

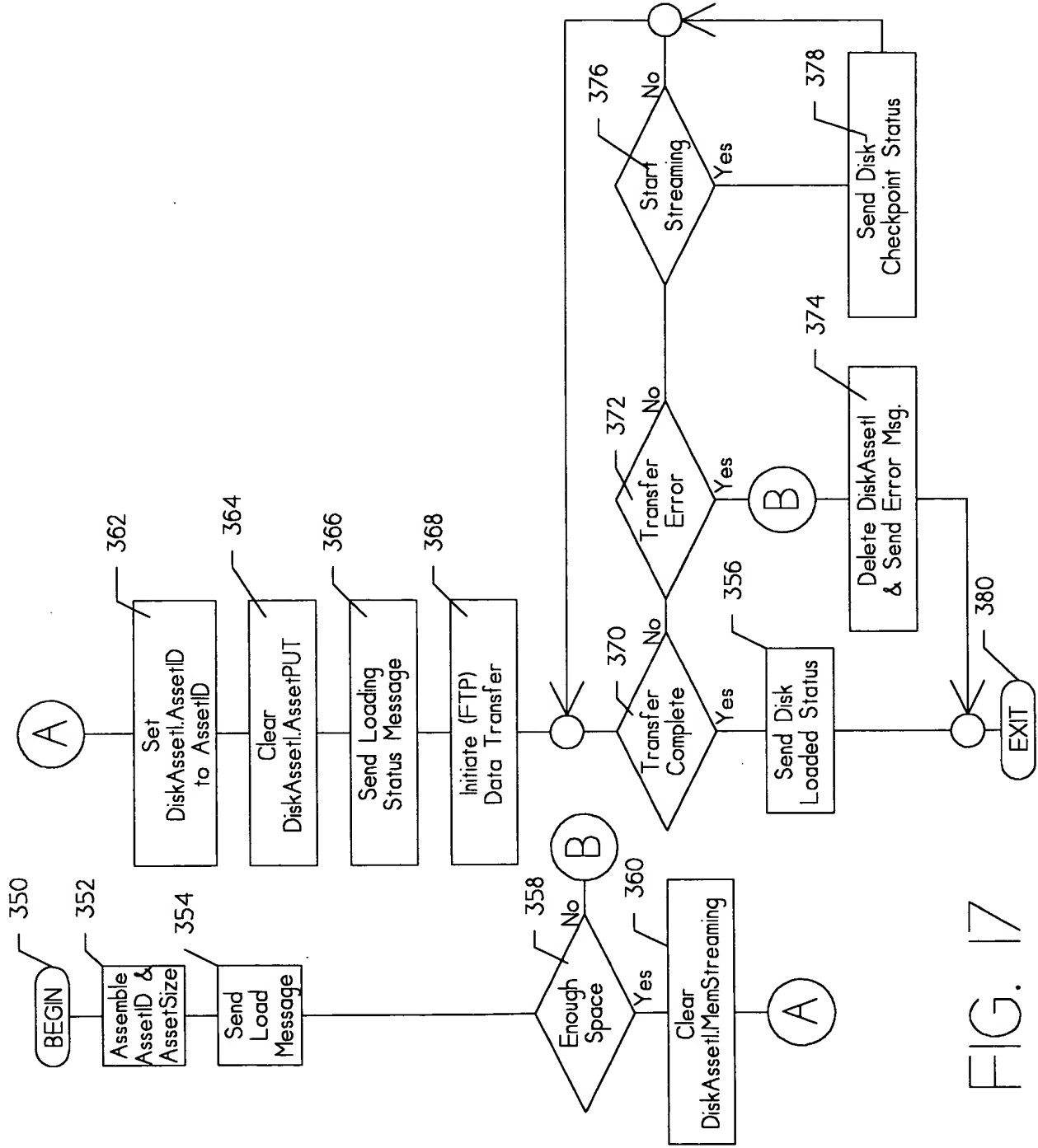


FIG. 17

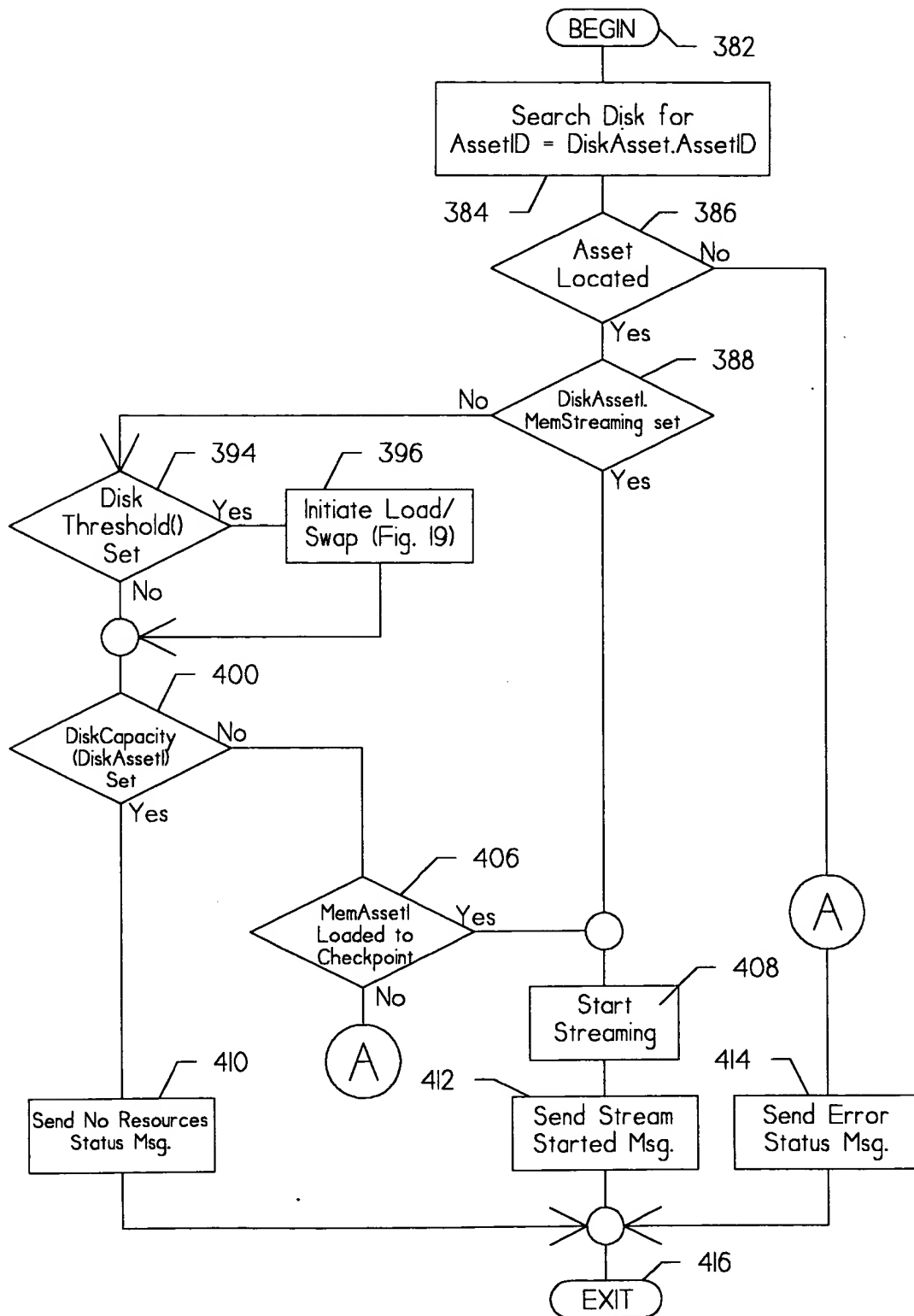


FIG. 18

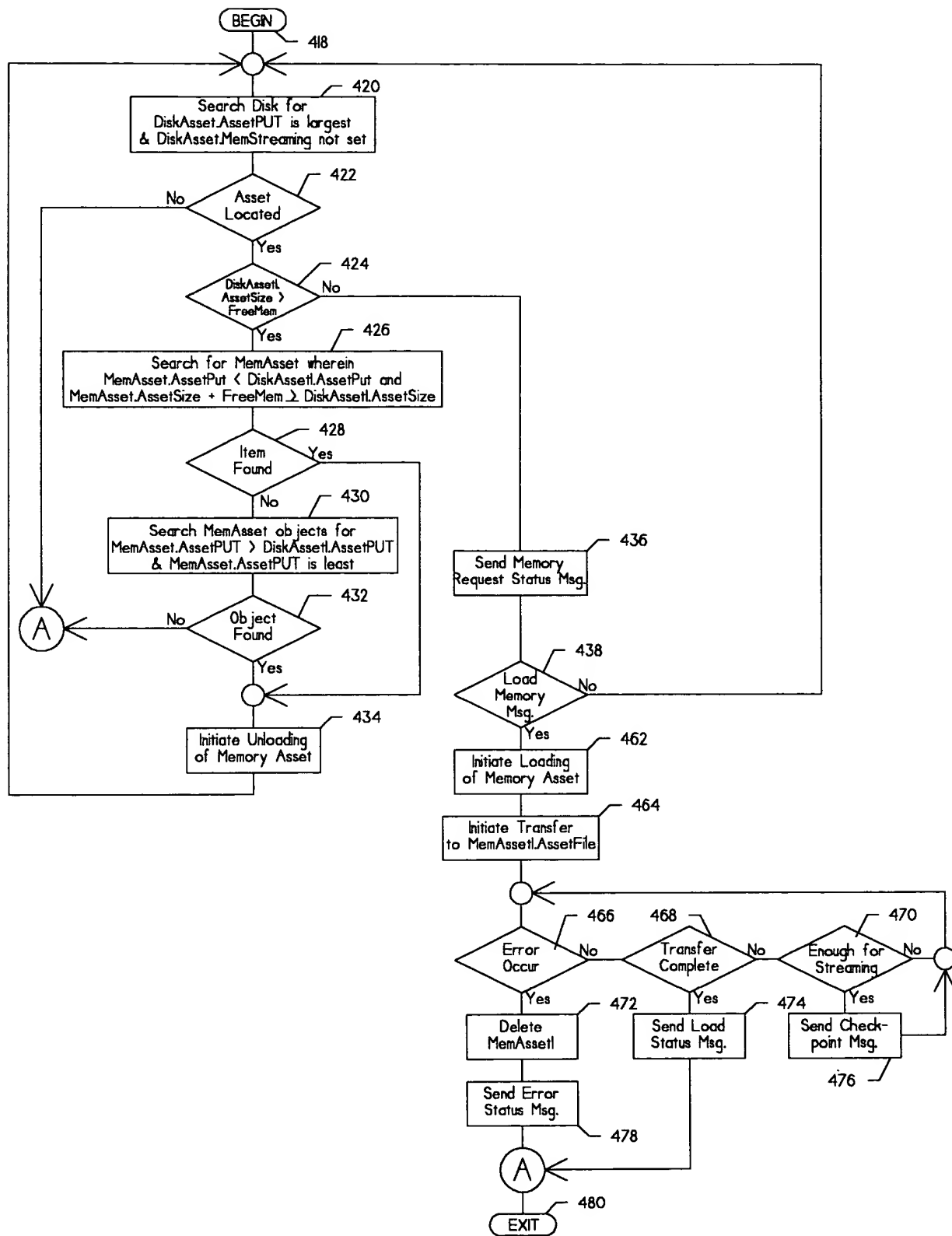


FIG. 19

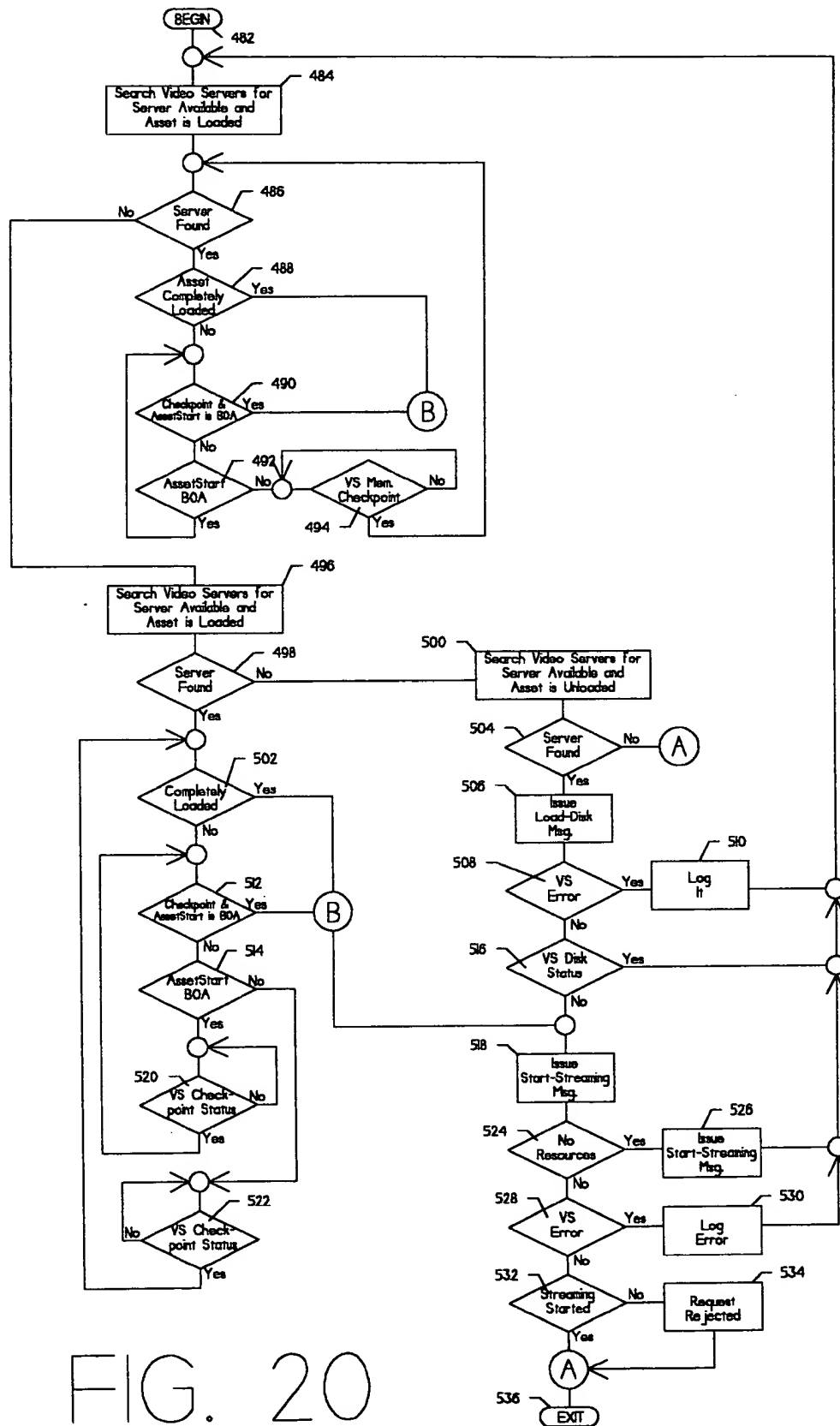


FIG. 20